Walt Disney Pictures Presents

ROBINSON INDUSTRIES

FAMILY ALBUM TECHNICAL MANUAL

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.**
- **Do not bend it, crush it or submerge it in liquids.**
- **Do not leave it in direct sunlight or near a radiator or other source of heat.**
- **Be sure to take an occasional rest break during extended play.**
- **Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.**

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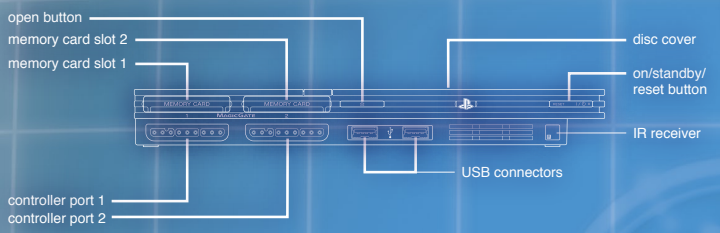
GETTING STARTED



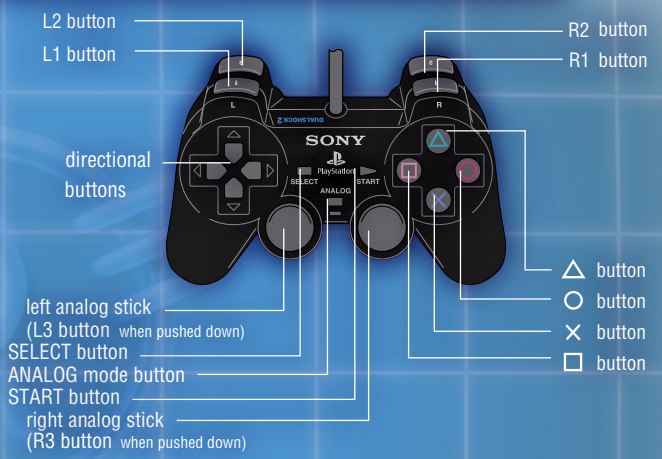
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Walt Disney Pictures Presents Meet the Robinsons disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

You can have up to three different saves:
One save takes up 60KB
Two saves takes up 86KB
Three saves takes up 111KB

STARTING UP

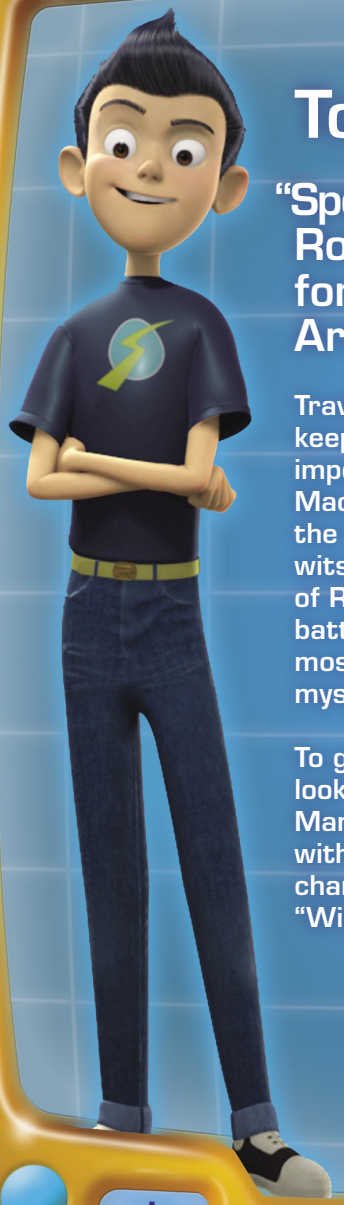
DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Game Controls

The following controls will help you navigate the world of time travel and return the Robinson Time Machine to safety.

Left analog stick	Moves Wilbur
Right analog stick	Rotates the Camera
L1 button	Target Lock
L2 button	Alternate Fire Mode
R1 button	Grab
R2 button	Weapon Quick Swap
⊗ button	Action
Directional buttons	Map-able Gadget Buttons
START button	Pause /Family Album Interface
SELECT button	Help



To...the future!

"Special Agent" Wilbur Robinson needs you for his next mission. Are you ready?

Travel to past and future worlds to keep the Robinson Industries' most important invention – the Time Machine – from falling into the hands of evil. You'll need your wits, your courage and plenty of Robinson gadgets as you do battle with some of the film's most diabolical villains...and some mysterious new ones, as well.

To get you up to speed, have a look at this helpful Instructional Manual. As you work together with one of your favorite movie characters, remember: "Wilbur Robinson never fails!"

The Adventure Begins!

To begin your adventures, you can either select New Game or Load a Saved Game. Selecting either option will take you to the next screen. From here, you will see a three empty slots menu.

If you chose New Game, your choices will be Start Game, Mini Games, Cheats, Extras and Credits.

If you chose to Load a Saved Game, it will give you the same screen but now "Continue Game" will replace "Begin Game".

Use the ⊗ **button** to accept your choice. Use the **Directional buttons** on the left of the controller to move between selections.

Main Menu

From this main menu, several options will appear.

Begin Game Starts the new game

Mini-Games Start the Chargeball Mini-Game from here

Cheats Accesses the cheat codes and helpful hints

Extras Here you'll find Action Figures and Concept Art from the game

Credits Shows you who worked on the game

Modes of Play

Test your skill with four distinct modes of play:

Adventure Mode
Venture through time battling the forces of evil as Wilbur Robinson.

Protectosphere
Test your reflexes as you roll along in the Protectosphere energy bubble.

Puzzles
Avoid falling boulders and enemies as you dig for an exit with your Havoc Gloves, a set of energized gloves that allow you to burrow through earth and rock.

Chargeball
Play the sport of the future! Score goals against A.I.-controlled opponents and rise to the pinnacle of athletic success.

Chargeball Mini-Game

Basic Movement

Use any one of the movement options to aid you in your quest for the Time Machine:

Camera
The camera may be adjusted with the **Right analog stick**

Movement
Walk, run and turn with the **Left analog stick**

Jump
Jumping happens automatically when crossing a gap or leaping over small obstacles

Dodge
For this movement, you need to get in Target Lock Mode via a toggled mode (tap **L1 button** once) or Press and Hold mode (press and hold **L1 button** to stay in target mode). Then press the ⊗ **button** + Left, Right, Forward, or Backwards on the **Left analog stick**, so that you can dodge.

Strafe / Circle Strafe
In Target Lock Mode (**L1 button**) move the **Left analog stick** left or right

Family & Friends

You will meet many people on your adventures, but few you can trust as closely as these people:

Carl
The suave Robinson family robot

Cousin Laszlo
Wilbur's cousin who gives Wilbur missions and rewards Wilbur for scans

Grandpa Bud
A happy old fella but somewhat forgetful

You will also interact with other members of the Robinson family:

Franny
Wilbur's lovely mother

Uncle Art
Wilbur's jovial uncle and intergalactic pizza delivery guy

Aunt Billie
The train operator

Villains

The world of time travel is full of villains. These are just a few of the evil-doers:

Bowler Hat Guy
The mysterious, yet blundering thief

The Ants
Robotic flame ants, sniper ants, army ants – they're all nasty

Prometheus
The lava titan

Doris
Bowler Hat Guy's robotic bowler hat

Emperor Stanley
Ruler of the future

Queen Lizzie
The mysterious ant queen

The Hoplite
Stanley's main soldier robot

Robots
The sub-basement sentries

Missions

The search for the Robinson Time Machine will take you on the journey of your lifetime... or is that lifetimes?

Ancient Egypt
Travel to Ancient Egypt with Wilbur before the Time Machine is stolen

The Robinson Home
Attempt to "borrow" the Time Machine

Science Fair
Locate the mysterious Time Machine thief before time runs out

The Robinson Sub-Basement
Use your wits to locate Cornelius Robinson's Secret Timelab

Alternate Future
Return from the Science Fair to a world of danger

Battle Mega-Doris
Battle Mega-Doris to save the future

The Family Album

If you press the **START button** during gameplay, the game will pause and bring you to the Family Album. Here you can find the:

Mission Screen
Displays current missions and tasks.

Gadgets
Shows the gadgets you currently possess.

DISASSEMBLER
THIS GADGET WILL BREAK DOWN COMPLEX OBJECTS INTO THEIR BASE COMPONENT PARTS. THESE COMPONENTS CAN BE USED IN THE TRANSMOGRIFIER TO CREATE NEW ITEMS. THE DISASSEMBLER ALSO DESTROYS ARMOR PLATING, RIPPING IT OFF ITS TARGET.

Blueprints
Shows blueprints for gadgets, upgrades, and cheat codes.

Scannerpedia
Stores all the scanner data you have received.

GRANDPA BUD
GRANDPA OFTEN GETS HIS CLOTHES MIXED UP AND WEARS THEM BACKWARDS. HE ALSO SEEMS TO HAVE A HARD TIME KEEPING TRACK OF HIS TEETH.

Options
Changes settings such as action settings, vibration, sounds and more.

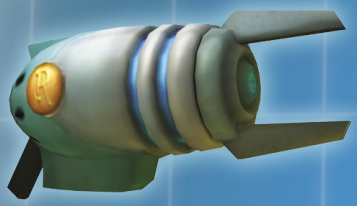
Map
Displays a map of the current level and maps of completed levels.

Save Game
Saves your current game.

Quit Game
Leaves your current game and returns to the Main Menu.

Gadgets

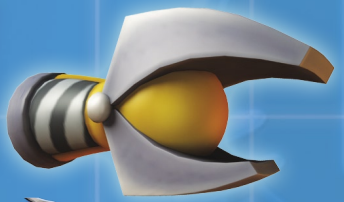
To defeat your enemies, you must be quick and crafty. But most importantly, you must be well-equipped. Arm yourself with the following Robinson gadgets.



The Robinson Disassembler
The ultimate recycling tool, the Disassembler breaks down objects, revealing the interior contents which can then be used in the Robinson Transmogrifier to make new items.

The Chargeball Glove
Create a Chargeball to destroy your opponents! Warning: do not use it outside of official Chargeball Courts as it may cause electronics to short out, malfunction, or otherwise misbehave!

The Robinson Havoc Gloves
Excavation and mining have never been so easy. The Havoc Gloves let you burrow under any obstacle and resurface with a burst of power!



TIP: Clanging the Havoc Gloves together will create a sonic burst that will knock surrounding objects over or destroy them all together.

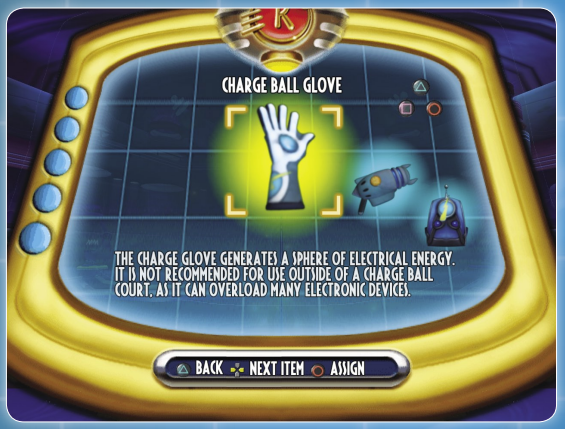
The Robinson Scanner
The Robinson Scanner allows you to collect information about the people, places, and things in your environment. Stuck? Use the Robinson Scanner to find hints and clues!

The Magma Industries Levitation Ray
Volcanic Rock and slag in your way? Use the Levitation Ray to lift impossibly heavy objects.

Tip: Use the Scanner in Basic Mode to find valuable combat hints on enemy weaknesses.

Assigning Gadgets to Buttons

The gadgets can be mapped to the ◎, △, or ▣ **buttons**. This can be done in two ways:


CHARGE BALL GLOVE
THE CHARGE GLOVE GENERATES A SPHERE OF ELECTRICAL ENERGY. IT IS NOT RECOMMENDED FOR USE OUTSIDE OF A CHARGE BALL COURT, AS IT CAN OVERLOAD MANY ELECTRONIC DEVICES.
BACK
NEXT ITEM
ASSIGN

The Gadget Screen in the Family Album
Press the **START button** to bring up the Family Album and select the Gadget screen. Press the ◎ **button** to go to the Assignment screen. Press either the ◎, △ or ▣ **button** to assign the gadget.

Quick Swap
Press and hold the **R2 button** to bring up the Quick Swap menu. While the menu is up, use the directional buttons to move the selection cursor to the gadget you want to assign. While the gadget is selected, press the button you wish to assign it to.

Using the Gadgets

Want to destroy your opponents with ease? Then use this helpful guide for proper Robinson gadget use.

Disassembler

To disassemble objects, tap the assigned button. For a longer shot, press and hold the **L2 button**, then press and hold the assigned button. Release the button to fire.

Scanner

Use the Scanner by tapping the assigned button to scan the surrounding area to interact with different objects. Targeting and holding the button allows you to scan objects and enemies to see weakness and what they release when disassembled.

Chargeball Gloves

Throw charges of electricity by tapping the assigned button. To lock onto multiple objects, press the **L2 button**, then press and hold the assigned button. Sweep the cursor across targets using the Left analog stick and then release the button to fire.

Havoc Gloves

To clap the gloves together and create a shockwave, tap the assigned button. To burrow under the ground, press the **L2 button**, then press and hold the assigned the button. Release button to resurface.

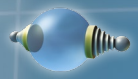
Levitation Ray

To levitate and flip enemies, tap the assigned button.

Note: Not all items can be levitated.

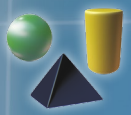
Pick-Up Items

Find pick-up items to replenish your health, restore the battery power of your gadgets and more.



Battery Packs

Don't let your gadgets conk out when you really need them. Collect Battery Packs and restore depleted energy to all of your gadgets.



Base Components

Do you like knowing what makes things tick? Then you'll like the way the Disassembler breaks down items into Base Components: organic, synthetic and metals.

Action Figures

There are action figures for characters in the game. Gather these collectibles as rewards for exploration and scanning.

Concept Art

Want to see what the characters looked like before the game? Unlock concept art that can be viewed from the Menu.

Chargeball Courts

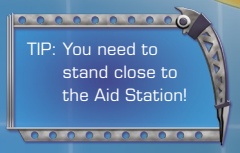
Into sports? Try Chargeball. Unlock new courts you can play in Wilbur's Room or at the Chargeball Emporium.

Chargeball Opponents

Tired of the same old opponents? Make Chargeball more challenging by unlocking new A.I.-controlled opponents.

Blueprints

Architect new levels of fun with Blueprints. Together with the Transmogrifier, Blueprints let you create new gadgets, upgrades, and cheat codes.



The Robinson Aid Station

Low on energy? Visit The Robinson Aid Station. This station is found on all levels and will heal you by replenishing your health and energy supply. To use it, approach the Aid Station and press the ⊗ **button**.

Transmogrifier

Whenever you discover or earn a new blueprint, you can create a new item with the Robinson Transmogrifier. This workbench creates items using the Base Components you collect on your travels.

Accessing the device pops up all the blueprints you have collected. Each blueprint will list its cost in components to create. Items for which you do not have enough components will be grayed out.